

SYSTEM AND METHOD FOR DYNAMIC UPLOADING AND EXECUTION OF
APPLICATIONS AND DRIVERS BETWEEN DEVICES
ABSTRACT OF THE DISCLOSURE

5 A methodology for dynamic (i.e., run-time) uploading and execution of applications and drivers between devices (e.g., between “client” device and one or more (host) devices), in a fully automated manner, is described. The device which is to be hosted (e.g., the “client” device) initially probes its environment to determine which device or devices it is attached to (e.g., the “host” device(s)). Once it has correctly discerned the relevant host or target device(s), the client device includes the capability of immediately sending out (i.e., uploading) a particular driver or application (i.e., object or file of interest) for placement, and ultimately execution, at the host device. Once the particular object or file of interest has been “injected” into the host device and is executing, the client device may simply revert to a “listening mode” in which it waits to be told what to do (i.e., receive commands from the application or driver which is now executing at the host device). This approach is particularly well-suited for devices which serve as “add-on” devices (clients) to other devices (hosts) that are “smarter,” for instance, including more processing capability and/or memory. In this scenario, the client device enters into a dialog with a device with more resources for the purpose of harnessing the resources of the host device for operating the client or add-on device. The client device is, using this approach, able to start running (i.e., driver-directed operation) immediately upon attachment to a host device that can be identified.